

FIG.1

FIG.2A

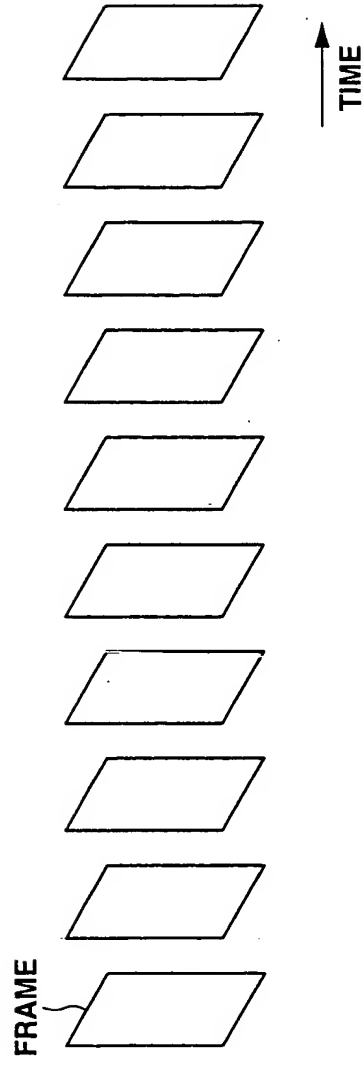
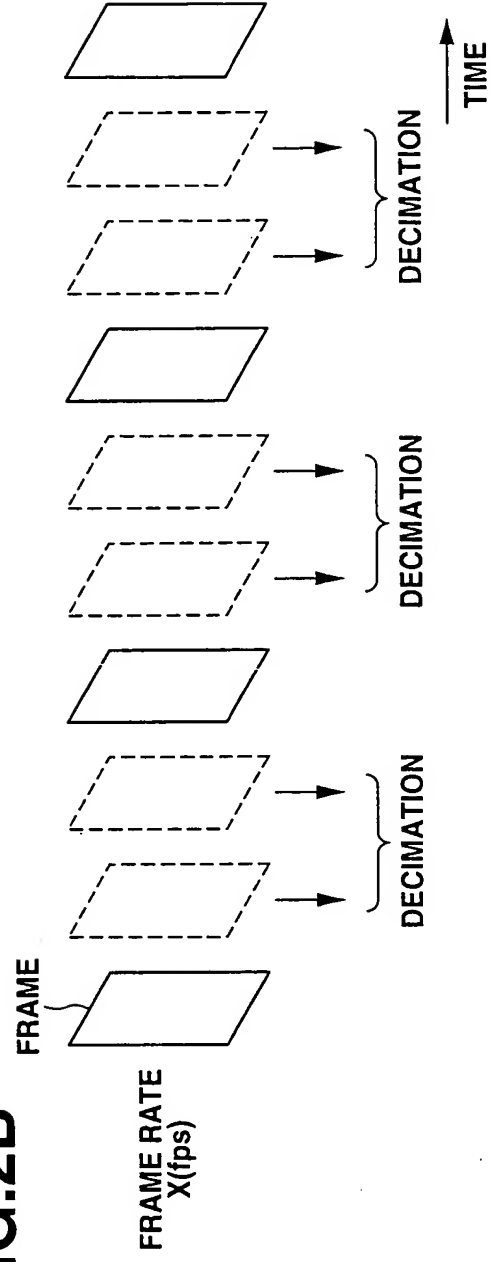


FIG.2B



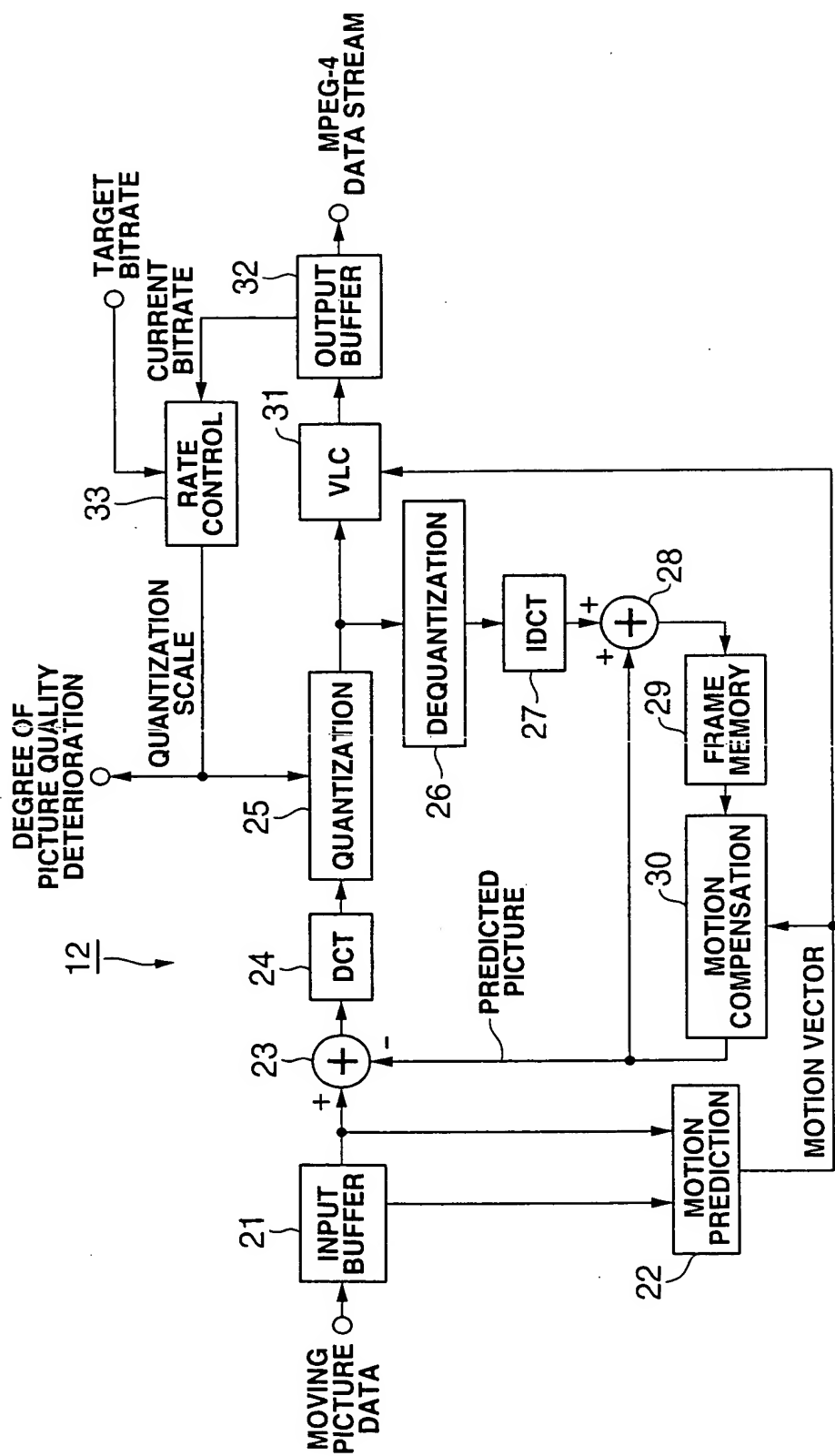
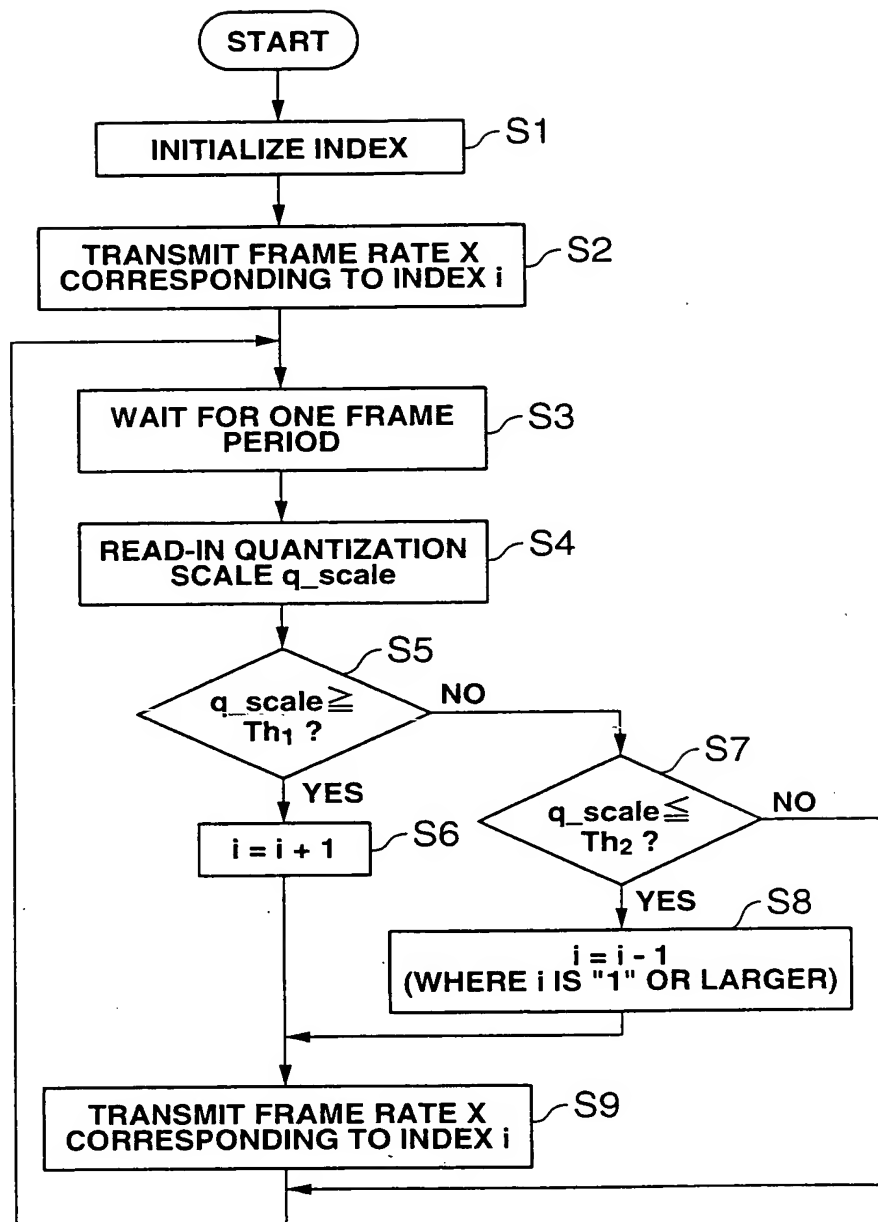


FIG.3

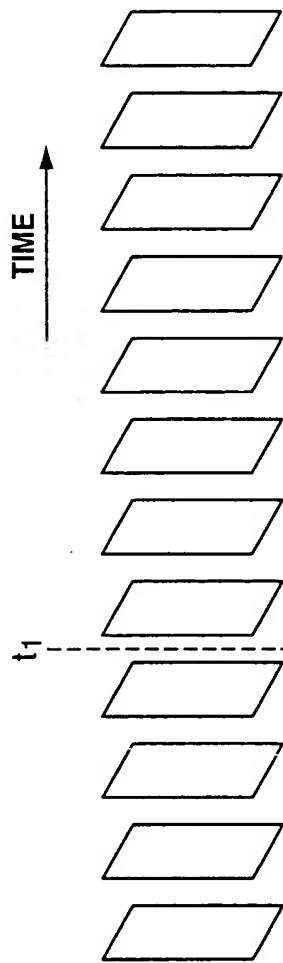
<b>INDEX i</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>.....</b>
<b>TARGET FRAME RATE X</b>	<b>15</b>	<b>10</b>	<b>7.5</b>	<b>5</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0.5</b>	<b>.....</b>

**FIG.4**

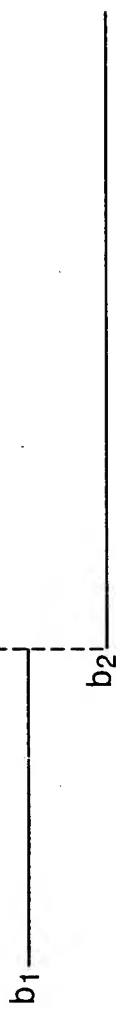


**FIG.5**

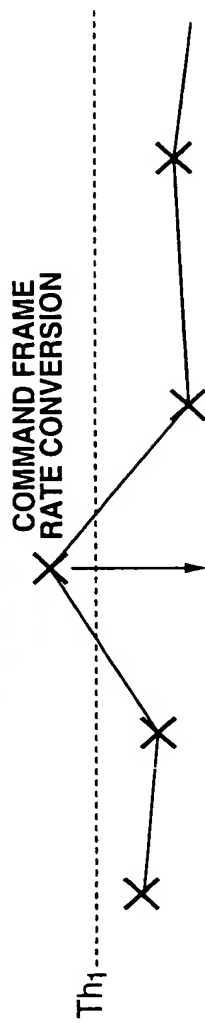
**FIG.6A**  
INPUT MOVING  
PICTURE DATA  
(30fps)



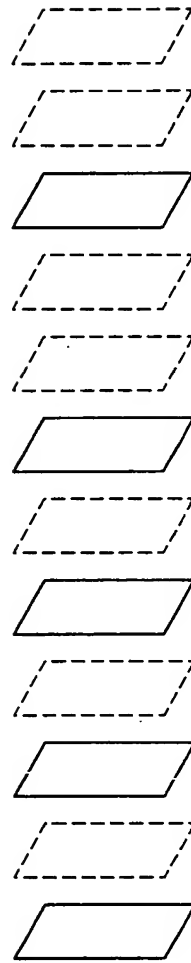
**FIG.6B**  
TARGET BITRATE  
( $b'$ )



**FIG.6C**  
QUANTIZATION  
SCALE  
( $q\_scale$ )



**FIG.6E**  
MOVING  
PICTURE DATA  
FOLLOWING  
FRAME RATE  
CONVERSION



**FIG.6D**  
TARGET  
FRAME RATE (X)



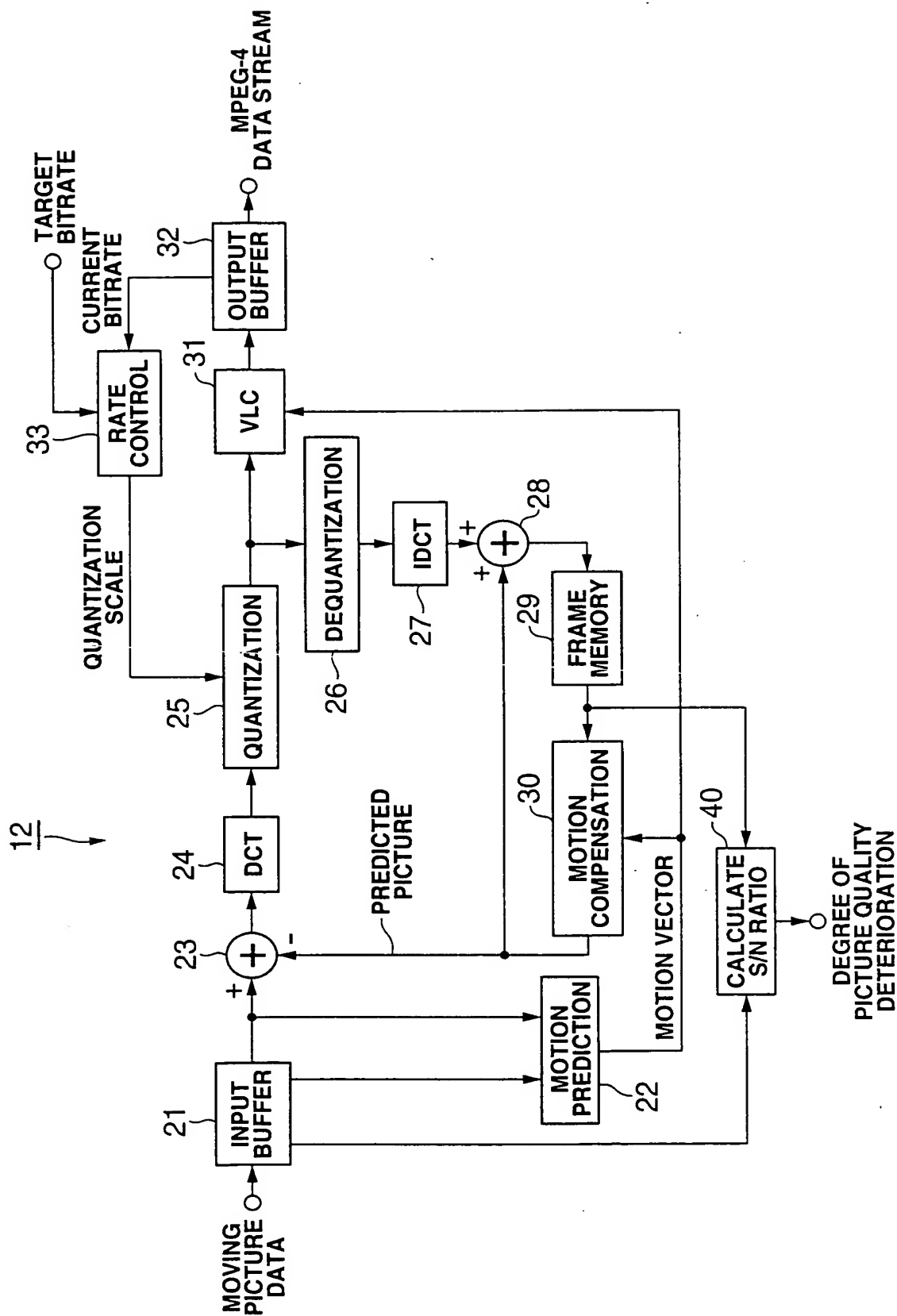


FIG. 7